

The listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A computer-implemented method for presenting captured game history for a game of chance played on a device, comprising:

facilitating execution of a game of chance on a first device in a network, the execution causing generation of a plurality of game presentation actual frames capable of being presented on a multimedia display of the first device in the network;

detecting a game presentation capturing event corresponding to the outcome of the game of chance executing on the first device, wherein the game presentation capturing event effectively triggers capture of game presentation for the game of chance;

facilitating capture of at least one selected game presentation actual frame from the plurality of the game presentation actual frames when the detecting detects the game presentation capturing event, wherein said selected game presentation actual frame is a frame ~~actually~~ generated and stored in a frame buffer of the first device for presentation on the multimedia display of the first device when said game of chance is executed on the first device in the network;

receiving first frame data from the first device via the network when the game of chance is executed, the first frame data representing at least a portion of the game history of the execution of the game of chance and including the selected game presentation actual frame;

storing the first frame data after receiving the first frame data on a computer readable medium; and

displaying the first frame data after the receiving of the first frame data, thereby effectively presenting the captured game history for the game of chance.

2. (Currently Amended) The method of claim 1 wherein facilitating execution of the game of chance comprises receiving a request from the first device identifying the game of chance, and collaboratively executing the game of chance with the first device, wherein the collaboratively executing the game chance comprises executing the game of chance at least partly by a server device that communicates with the first device.

3. (Original) The method of claim 2 wherein collaboratively executing the game of chance comprises executing game flow logic on a host device, and executing game presentation logic on the first device.

4-5. (Canceled)

6. (Previously Presented) The method of claim 1 wherein capture of the selected game presentation actual frame comprises capturing the selected game presentation actual frame directly from the display of the first device.

7-8. (Canceled)

9. (Previously Presented) The method of claim 1 wherein facilitating capture of the selected game presentation actual frame comprises uploading at least one software module to the first device which is operable to capture the selected game presentation actual frame.

10. (Previously Presented) The method of claim 1 wherein facilitating capture of the selected game presentation actual frame comprises transmitting a capture command to the first device.

11. (Original) The method of claim 1 further comprising generating the first frame data.

12. (Previously Presented) The method of claim 11 wherein generating the first frame data comprises one or more of the following: compressing the selected game presentation actual frame, encrypting the selected game presentation actual frame, and reducing color information in the game presentation actual frame.

13. (Previously Presented) The method of claim 11 wherein generating the first frame data comprises capturing additional data and associating the additional data with the selected game presentation actual frame.

14. (Original) The method of claim 13 wherein the additional data include any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

15. (Original) The method of claim 1 further comprising rendering the first frame data.

16. (Previously Presented) The method of claim 15 wherein rendering the first frame data comprises generating a visual representation of the first frame data which includes the game presentation actual frame.

17. (Previously Presented) The method of claim 1 further comprising independently generating second frame data corresponding to the selected game presentation actual frame.

18. (Original) The method of claim 17 further comprising comparing the first frame data with the second frame data.

19. (Original) The method of claim 18 wherein comparing the first frame data with the second frame data comprises rendering visual representations of the first frame data and the second frame data, respectively.

20. (Previously Presented) The method of claim 17 wherein the second frame data comprises a duplicate game presentation actual frame corresponding to the selected game presentation actual frame.

21. (Original) The method of claim 20 wherein the second frame data further comprises any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

22. (Original) The method of claim 1 further comprising generating a frame signature for inclusion in the first frame data, the frame signature unambiguously identifying the first frame data.

23. (Original) The method of claim 22 wherein the frame signature comprises at least one of a CRC, a checksum and a hash value, the at least one of the CRC, the checksum, and the hash value being determined with reference to a portion of the first frame data.

24. (Previously Presented) The method of claim 1 further comprising generating the first frame data, wherein the first frame data corresponds to a visual representation which includes the game presentation actual frame and is capable of being displayed on a multimedia display, the visual representation also including a visible authentication object.

25. (Original) The method of claim 24 wherein the visible authentication object comprises at least one of date, time, serialized game number, paytable number, user id, machine serial number, current progressive values, host id, network id, and casino water mark.

26. (Original) The method of claim 1 wherein the network comprises any of a telecommunications network, a phone network, a wireless network, a satellite network, a cable network, a local area network, and a wide area network.

27. (Original) The method of claim 1 wherein execution of the game of chance is facilitated according to a client-server model.

28. (Original) The method of claim 1 wherein execution of the game of chance is facilitated according to a peer-to-peer model.

29. (Currently Amended) A computer program product comprising at least one computer-readable medium having computer program instructions stored therein which are operable to cause at least one computer to capture and present a game history for a game of chance played on a device, the computer program instructions:

first instructions for facilitating execution of a game of chance on a device in a network, the execution causing generation of a plurality of game presentation actual frames capable of being presented on a multimedia display of a first device, wherein at least one selected game presentation actual frame is a frame ~~actually~~ generated and stored in a frame buffer of the first device for presentation on the multimedia display of the first device when the game of chance is executed on the device;

second instructions for receiving first frame data from the first device via the network when the game of chance is executed, the first frame data representing at least a portion of the game history and including a selected one of the game presentation frames;

third instruction for capturing the at least one selected game presentation actual frame of the game presentation actual frames when the game of chance is executed on the first device;

fourth instruction for storing the first frame data after receiving the first frame data; and

fifth instruction for displaying the first frame data, thereby effectively presenting the game history for the game of chance.

30. (Previously Presented) The computer program product of claim 29 wherein the first instructions comprise instructions for receiving a request from the first device identifying the game of chance, and instructions for collaboratively executing the game of chance with the first device.

31. (Previously Presented) The computer program product of claim 30 wherein the instructions for collaboratively executing the same comprise instructions for executing game flow logic on a host device, and instructions for executing game presentation logic on the first device.

32. (Canceled)

33. (Previously Presented) The computer program product of claim 29, further comprising: instructions for selecting the selected game presentation actual frame from a frame buffer in the first device.

34. (Previously Presented) The computer program product of claim 29, further comprising: instructions for capturing the selected game presentation actual frame directly from the display of the first device.

35. (Previously Presented) The computer program product of claim 29, further comprising: instructions for detecting an event which triggers capture of the selected game presentation actual frame.

36. (Original) The computer program product of claim 35 wherein the event corresponds to an outcome of the game of chance.

37. (Previously Presented) The computer program product of claim 29, further comprising: instructions for uploading at least one software module to the first device which is operable to capture the selected game presentation actual frame.

38. (Previously Presented) The computer program product of claim 29, further comprising: instructions for transmitting a capture command to the first device.

39. (Previously Presented) The computer program product of claim 29 further comprising instructions for generating the first frame data.

40. (Previously Presented) The computer program product of claim 39, further comprising one or more of the following: instructions for compressing the selected game presentation actual frame, instructions for encrypting the selected game presentation actual frame, and instructions for reducing color information in the game presentation actual frame.

41. (Previously Presented) The computer program product of claim 39, further comprising: instructions for capturing additional data and associating the additional data with the selected game presentation actual frame.

42. (Original) The computer program product of claim 41 wherein the additional data include any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers

generated, a game pay table, a game denomination, a first device identifier, and player identification information.

43. (Previously Presented) The computer program product of claim 29 further comprising instructions for rendering the first frame data.

44. (Previously Presented) The computer program product of claim 43, further comprising: instructions for generating a visual representation of the first frame data which includes the game presentation actual frame.

45. (Previously Presented) The computer program product of claim 29 further comprising third instructions for independently generating second frame data corresponding to the selected game presentation actual frame.

46. (Previously Presented) The computer program product of claim 45 further comprising instructions for comparing the first frame data with the second frame data.

47. (Previously Presented) The computer program product of claim 46, further comprising: instructions for rendering visual representations of the first frame data and the second frame data.

48. (Previously Presented) The computer program product of claim 45 wherein the second frame data comprises a duplicate game presentation actual frame corresponding to the selected game presentation actual frame.

49. (Previously Presented) The computer program product of claim 48 wherein the second frame data further comprises one or more of the following: an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

50. (Previously Presented) The computer program product of claim 29 further comprising instructions for generating a frame signature for inclusion in the first frame data, the frame signature unambiguously identifying the first frame data.

51. (Original) The computer program product of claim 50 wherein the frame signature comprises at least one of a CRC, a checksum and a hash value, the at least one of the CRC, the checksum, and the hash value being determined with reference to a portion of the first frame data.

52. (Previously Presented) The computer program product of claim 29 further comprising instructions for generating the first frame data, wherein the first frame data corresponds to a visual representation which includes the game presentation actual frame and is capable of being displayed on a multimedia display, the visual representation also including a visible authentication object.

53. (Original) The computer program product of claim 52 wherein the visible authentication object comprises at least one of date, time, serialized game number, payable number, user id, machine serial number, current progressive values, host id, network id, and casino water mark.

54. (Original) The computer program product of claim 29 wherein the network comprises any of a telecommunications network, a phone network, a wireless network, a satellite network, a cable network, a local area network, and a wide area network.

55. (Original) The computer program product of claim 29 wherein the first instructions are operable to facilitate execution of the game of chance according to a client-server model.

56. (Original) The computer program product of claim 29 wherein the first instructions are operable to facilitate execution of the game of chance according to a peer-to-peer model.

57. (Currently Amended) A gaming system, comprising:

a plurality of gaming machines, each gaming machine comprising a network interface and a master gaming controller operable: to control a game of chance played on the gaming machine, to generate a sequence of game presentation actual frames for use in a video game presentation of the game of chance, to select one or more actual



game presentation actual frames from the sequence of game presentation actual frames stored in one or more frame buffers of said plurality of gaming machines, to capture the one or more game presentation actual frames, to store the one or more game presentation actual frames and to incorporate frame data from the selected game presentation actual frames into one or more game history frames, and display the one or more game history frames to effectively provide a game history of the game of chance, wherein each gaming machine is further operable to receive cash or indicia of credit for a wager on the game of chance, and to output cash or an indicia of credit as an award for the game of chance;

a network interconnecting the plurality of gaming machines via the corresponding network interfaces; and

at least one server coupled to the network and operable to store the game history frames from the plurality of gaming machines.

58. (Original) The gaming system of claim 57 wherein each gaming machine further comprises non-volatile memory for storing the one or more game history frames.

59. (Original) The gaming system of claim 57 wherein each gaming machine further comprises a camera used to record a player image from a player being presented the game presentation on the gaming machine.

60. (Original) The gaming system of claim 59 wherein the master gaming controller is further operable to incorporate the player image into the one or more game history frames.

61. (Original) The gaming system of claim 57 wherein the master gaming controller is further operable to incorporate game history information into the one or more game history frames.

62. (Original) The gaming system of claim 57 wherein the video game presentation comprises any of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation, and a video black jack game presentation.

63. (Original) The gaming system of claim 57 wherein each gaming machine further comprises a printer operable to print the one or more game history frames.

64. (Original) The gaming system of claim 57 wherein each gaming machine further comprises a display device operable to display the one or more game history frames.

65. (Original) The gaming system of claim 57 further comprising a printer coupled to the network which is operable to print the game history frames from the plurality of gaming machines.

66. (Original) The gaming system of claim 57 further comprising a display device coupled to the network which is operable to display the game history frames from the plurality of gaming machines.

67. (Previously Presented) The gaming system of claim 57 wherein the at least one server is further operable to generate promotional information based on the at least one of the game history frames from the plurality of gaming machines.

68. (Original) The gaming system of claim 67 wherein the at least one server is further operable to cause a representation of the promotional information to be displayed on any of the gaming machines.

69. (Original) The gaming system of claim 57 wherein the at least one server is further operable to facilitate dispute resolution with reference to the game history frames from the plurality of gaming machines.

70. (Original) The gaming system of claim 57 wherein the at least one server is further operable to facilitate a bonusing game with reference to at least one of the game history frames from the plurality of gaming machines.

71. (Previously Presented) The gaming system of claim 70 wherein the bonusing game can be played on a subset of the gaming machines.

72. (Original) The gaming system of claim 57 wherein the at least one server is further operable to cause a game history frame generated by a first one of the gaming machines to be displayed on a second one of the gaming machines.

73. (Currently Amended) A computer-implemented method for capturing and presenting a game history for a game of chance played using a device, comprising:

facilitating execution of a game of chance on a first device, the execution causing generation of a plurality of game presentation actual frames capable of being presented on a multimedia display of a first device;

facilitating capture of a sequence of actual frames of the plurality of game presentation actual frames stored in a frame buffer of the device when the game of chance is executed on the first device, wherein the sequence of the actual frames is a sequence of frames actually generated for presentation on the multimedia display of the first device when the game of chance is played on the first device;

receiving first frame data from the first device, the first frame data representing at least a portion of the game history and including the sequence of the game presentation actual frames; and

displaying the sequence of the game presentation actual frame, thereby effectively providing a game history of the game of chance.

74. (Previously Presented) The method of claim 73 further comprising replaying the sequence of game presentation actual frames thereby displaying the portion of the game history.

75. (Previously Presented) The method of claim 74 wherein replaying the sequence of game presentation actual frames comprises displaying a video representation of the portion of the game history.

76. (Original) The method of claim 75 wherein the video representation is encoded according to any of an MPEG standard, a DVD standard, a VCR standard.

77. (Currently Amended) A gaming device comprising one or more processors configured and/or operable to:

execute a game;

generate a plurality of game presentation actual frames for the game when the game is being executed, wherein the game presentation actual frames are capable of being presented in connection with the game on a display associated and/or configured for the gaming device;

store the plurality of game presentation actual frames in at least one frame buffer provided for the gaming device:

capture from the frame buffer at least one game presentation actual frame from the plurality of the game presentation actual frames as at least one captured game frame when the game is executed, wherein the at least one captured game frame is a frame actually generated for presentation on the display when the game is executed; and

provide the at least one captured game frame for display on the display and/or another display, thereby allowing a game history of the game to be presented.

78. (Previously Presented) A device as recited in claim 77, wherein the gaming device is further configured and/or operable to:

send the captured game frame to another device for display on the other display.

79. (Currently Amended) A device as recited in claim ~~[[77]]~~ 78, wherein the device is further configured and/or operable to:

receive a command and/or indication from the other device in order to initiate the capturing of the at least one captured game frame.

80. (Previously Presented) A device as recited in claim 77, wherein said game is a game of chance.

81. (Previously Presented) A device as recited in claim 80, wherein the capturing of the at least one captured game frame is triggered as the result of the outcome of the game of chance.